MINIMIZING INTERACTION COSTS AMONG COMPONENTS
OF COMPUTER PROGRAMS

ABSTRACT

5

A system and method for minimizing total cost of interaction among components
of a computer program which are each characterized by at least one
implementation property. A implementation property may, for example, be a

10   choice of string representation (e.g. ASCII, UNICODE, EBCDIC or choice of data
structure (e.g. hash, tree, compressed). The method comprises the steps of:
carrying out a run of the program; monitoring that run to measure an amount of
interaction between each pair of components; determining a cost of interaction
between each pair of interacting components; determining a choice of

15   implementation properties which minimizes total cost of the run; and assigning
choices of implementation properties to said components for a future run of the
program.